

# Activity 1

## Activity 1 – A first look at Dreamweaver

Adobe Dreamweaver CS6 is a professional authoring tool used to create web pages. When ready these pages can then be published to a network or internet site that others can visit.

In this first look we will find out about the Dreamweaver interface, and use it to investigate an existing site.

1. We will start by looking at an imaginary web site for *SpongeBob Squarepants*.

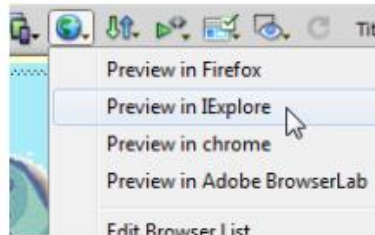
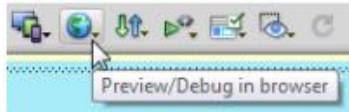
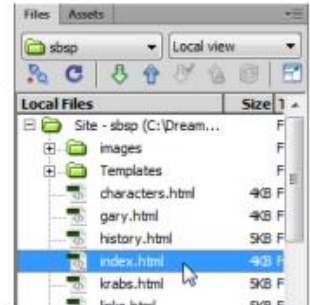
- a Start Dreamweaver.

Note: the screenshots used in these activities are from a Windows PC; if using a Macintosh computer your screen may vary slightly.

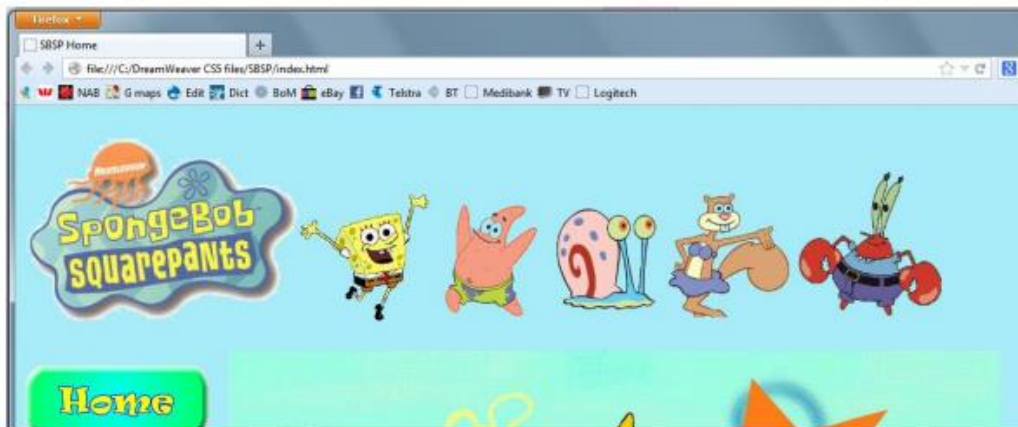
- b In the *Files* panel at right, double click on *index.htm*. (Note: if you cannot see the *Files* panel or its contents press the *F8* function key on your keyboard once.)

The page *index.htm* will be opened for ready for editing. This is the home page the site.

- c To see the *sbsp* web site in action click on the preview button on the toolbar and choose a browser.



This will jump out of Dreamweaver and will start the browser you select with the *sbsp* web site displayed.



Spend a few minutes using the links to look around the site. In particular be aware of the actions of buttons and links to jump to other pages.

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Note: the shortcut to preview a site in a browser is to use the *F12* function key. This will display the site in your default browser. If you use *Ctrl+F12* (PC) or *Cmd+F12* (Mac) you will see the site in a secondary browser (*IExplore* above).

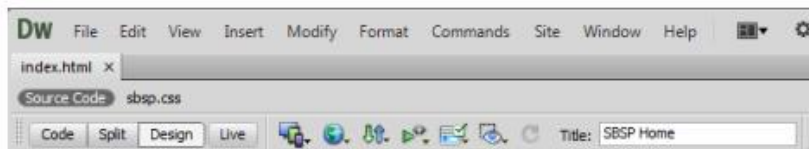
- d Close the browser and return to Dreamweaver.

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2. At this stage we will take a broad look at the Dreamweaver interface and its layout.



- a Across the top of the display is a *menu* and a *toolbar* of common actions.



The toolbar can be made a little more attractive if you enable colored icons. To do this from the menu choose *View > Color Icons*.

If you wish you can add a standard toolbar (*View > Toolbars > Standard*) that has icons for *New*, *Open*, *Save*, and so on.

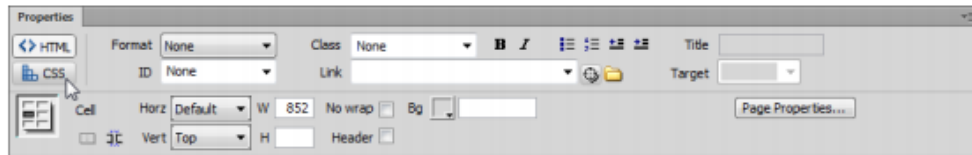


- b The majority of the interface is taken up with the *Document window*. This is where web pages can be prepared.  
To assist with layout you can have rulers displayed around the document window (*View > Rulers > Show*). These can be set to pixels or inches.
- c On the toolbar above the document window are buttons for *Code*, *Split*, *Design* and *Live*.  
*Design* is where the web page is laid out, *Code* shows the HTML behind the page (see next activity), while *Split* will show both at once.  
*Live* view is a way of seeing the page in action without having to run the browser as we did in 1c above. Try each of these, but return to *Design* view.

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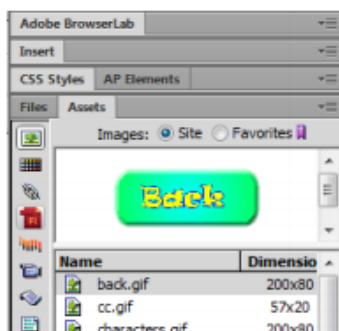
- d Below the document window is the *Properties inspector* which can be used to vary the appearance and behavior of objects on the web page. The information displayed will change depending on which object is selected.

The site as shown on the previous page has the *HTML properties inspector* displayed. To change to the *CSS properties inspector* click on the *CSS* button at left.




(We will use the CSS properties inspector in later activities.)

- d Finally at right are a group of panels for specialist actions. Some, like *Assets* or *AP Elements*, are on panel tabs.



Each of these panels can be expanded or shrunk by double clicking on its tab. For example in the image above the *File/Assets* panel is displayed with *Assets* selected, while the remaining panels have been shrunk.

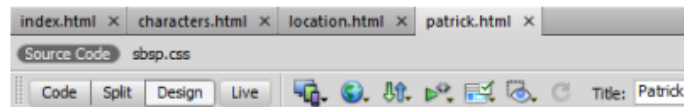
Each panel (and the property inspector) also has a menu button  at the right of its title bar.

There are more panels available than those displayed. To access these use the *Window* menu.

Note: for ways to customize the Dreamweaver interface see *Follow up* at the end of this activity.

3. The *Files panel* shows folders and the web pages, images, and other objects that make up the website.
- a Double click on one of the pages in the files panel at right.

This will open the page in a separate document window to *index.html*.




Repeat until you have three or four pages open.

You can use the tabs on these pages to move between them.

- b From the menu try *Window > Cascade*.

Try also *Window > Tile Horizontally* (or *Tile Vertically*).

To return the pages to tabbed mode click the maximize icon  at the top right of any page.

4. We will now add a new page to this site. This page will display three pictures with captions from the SpongeBob movie.

- a Choose *File > New* from the menu.

So that the new page looks like the others we will use the *sbsp* template.



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In the dialogue that appears choose *Page from Template* and then from the *sbsp* site choose the *sbsp\_template*.

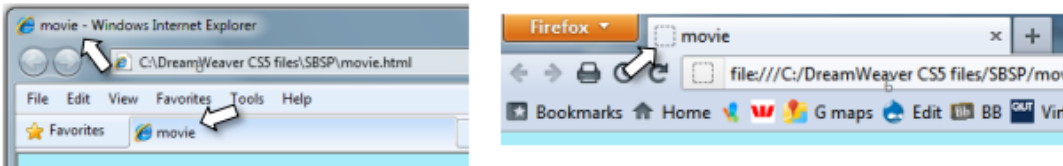


When ready click *Create* and a new page called *Untitled-1* will appear in the document window.

- b On the toolbar of this page click in the *Title* box and rename it *Movie*.



Page titles are easier to remember and use than file names. The page title will also be displayed in the title bar and page tab when the page is opened in a browser.



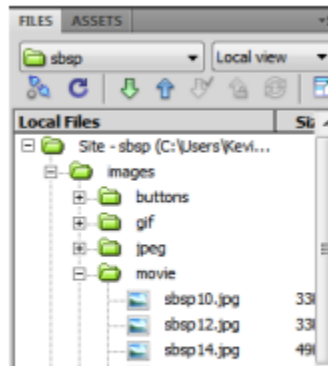
- c Save the page as *movie.html* in the *sbsp* folder.

You will see it appear in the files panel.



Note: if the file does not appear automatically click on the *Refresh* button at the top of the files panel (or press the *F5* function key).

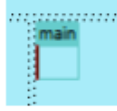
- d View the page in the browser (*F12*).
5. Next we will add some images to this page.
- a In Dreamweaver in the files panel open the *images* folder and then the *movie* folder.



These are pictures from the movie.

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- b Click once on any of the images to select it, and then drag it onto the page in the document window so that it is positioned in the *main* section.



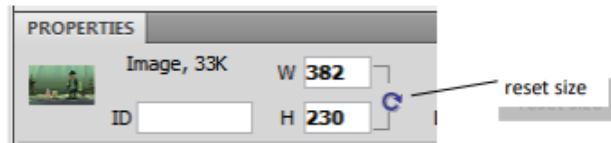
If you are prompted to add alternate text (*Image Tag Accessibility*) choose *Cancel* at this stage. (The use of alternate text will be explained in Activity 4.)

If you do not want this particular image press *Delete* while it is still selected.

- c Click once on the image to select it and use the image handles to resize the picture to a smaller size.

Hint: if you hold down the *Shift* key as you do this, the picture will resize in proportion.

You can see that the size of the image in kilobytes (K) and pixels is shown in the properties inspector, along with a *Reset Size* button.



The reset button will return the picture to its original size.

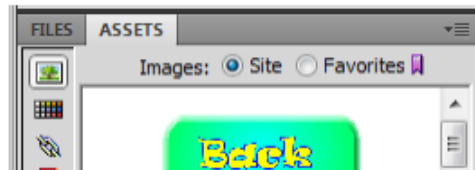
- d Click just past the image (to deselect it) and press *Enter* to move to a new line.

Type a caption for the image. Do not worry about the font, color or size of the text at this time.

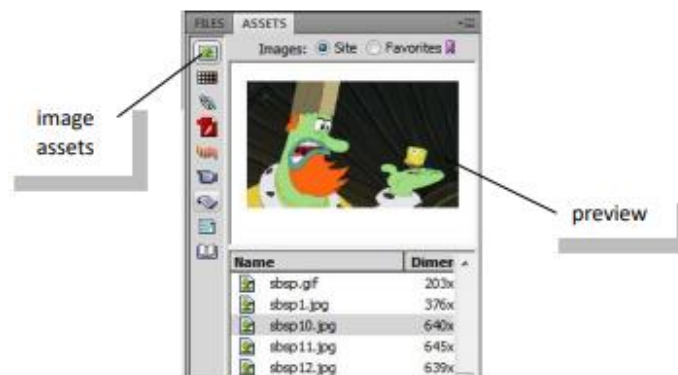
When ready press *Enter* to move to a new line.

- e We will now add more images to the page, but this time we will be able to see them before we select them.

At the top of the files panel, click on the *Assets* tab.



The *Assets* panel is used to catalogue items used in the web site. It includes things like images, colors, Flash animations, hyperlinks, etc. The advantage for us in this case is that we will be able to see a preview of any of the images we might like to use.

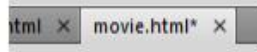


Choose a second and third image to add to the page. (*sbep 9, 10, 12, 13, 14 and 16* are from the movie.)

Drag them from the assets panel to the document window under the earlier picture, and caption each.

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- f The asterisk next to a file name on the page tab is a reminder that you have made changes to a page since it was last saved.

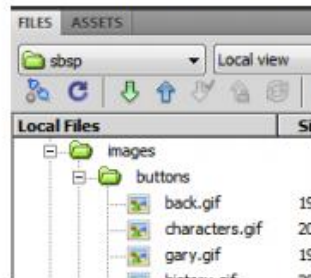


Re-save the page.

- g Return to the browser and press the *Refresh* button to see the changes made. 

Note: it is necessary to save a page before viewing it in the browser. If you do not, the browser will just display the last saved version of the page without any changes you have made since.

6. We can now make a link to this page from the home page.
- Use the page tabs in the document window to move to the home page (*index.htm*).
  - In the files panel open the *buttons* folder and find the *movie.gif* button.



From this folder drag *movie.gif* to just under the other buttons. (Again ignore the accessibility attribute option.)

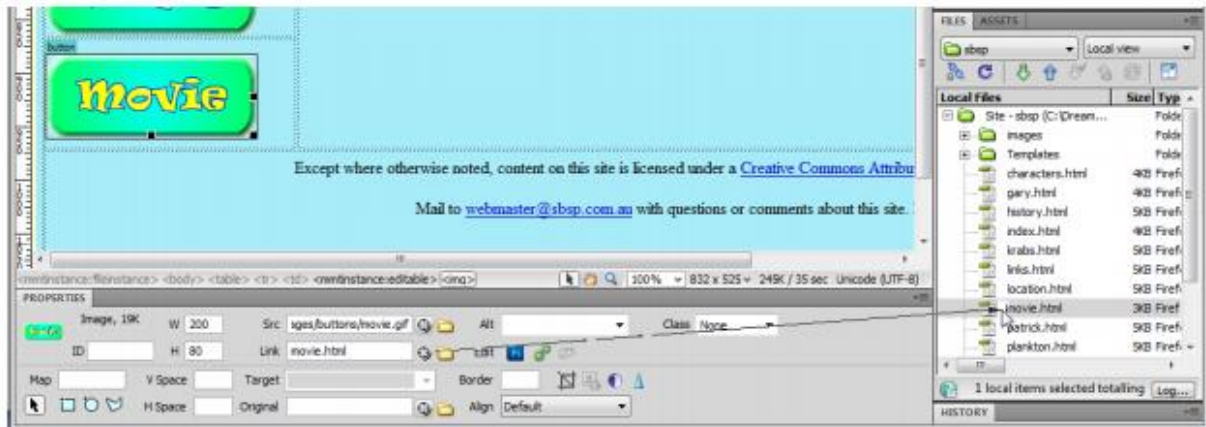
- c We will now create a hyperlink from this button image to the movie page we created.

In the properties inspector at the bottom find the *Link* box.

Next to this is a *Point to File* icon.



While the movie button is still selected, click on this point to file icon, hold the mouse button down, and drag across to the files panel to point at the file *movie.html*. (If necessary shrink the *images* folder first.)



This will create a hyperlink from the button to the page.

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- d Save the page and test in the browser (F12). When you click on the button it will open the page you created.

Note: an alternative way to make a link is to right click on the button image, choose *Make Link*, and in the dialogue that appears choose *movie.html*.

7. To finish click the *Code* button on the toolbar of your movie page.



```
1 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http:
2 <html xmlns="http://www.w3.org/1999/xhtml"><!-- InstanceBegin templat
-->
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
5 <!-- InstanceBeginEditable name="doctitle" -->
6 <title>Movie</title>
7 <!-- InstanceEndEditable -->
8 <style type="text/css">
9 <!--
10 .panel {
11     font-family: Verdana, Geneva, sans-serif;
```

As you have been making changes to the page Dreamweaver has been preparing the HTML code to go with the page.


We will explore the role of HTML in the next activity.

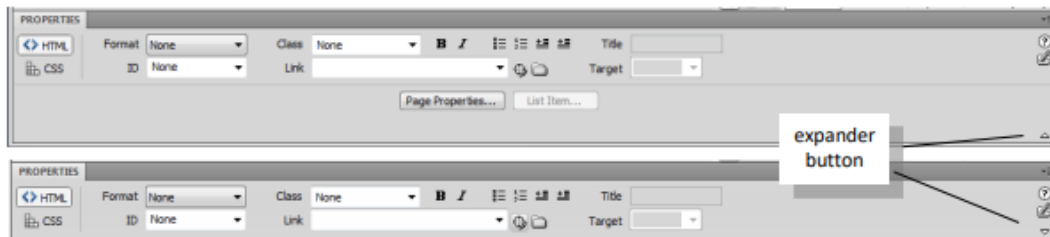
To return to the normal view click the *Design* button on the toolbar.



## Follow up – customizing the interface

Much of the Dreamweaver workspace can be customized to suit the way you work.

1. To make more space the side panels can be shrunk by clicking on the *Collapse* button  at top right. Try this. The inspection panel also has an expander button to show more or less of either the HTML or the CSS panels.

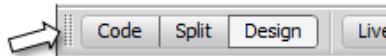


The side panels and properties inspector can be hidden altogether by pressing the *F4* function key. This is a toggle action.

2. Each of the panels and the toolbar can be dragged to new positions to suit a task you are doing or to fit your work style.

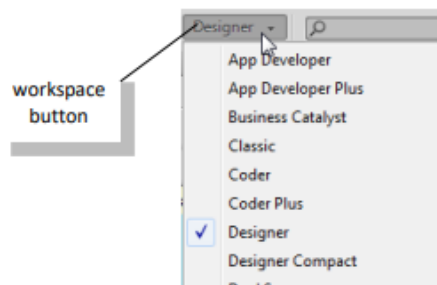
To move a panel drag its tab so that it either “floats” or is docked against one side.

To move the toolbar drag the double line to its left.



A different range of panels can also be displayed using *Window* from the menu.

3. The layout shown in the previous activity is the *Designer* layout for the workspace.



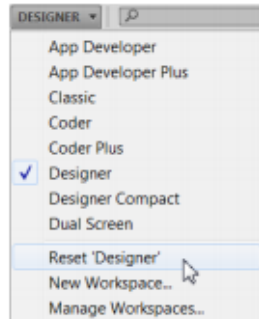


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Using the drop down arrow on the workspace button (to the right of the menu) different layouts can be selected. These are various arrangements of toolbar and panels to suit specific tasks.

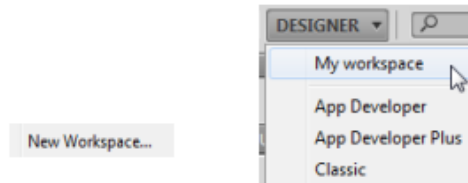
To restore everything to their original locations click on *Designer* under the workspace button.

Note: the Reset 'Designer' option will return the workspace to the factory default setting.



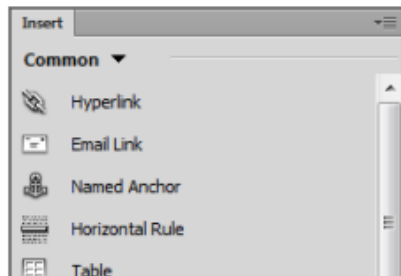
Do not use this unless really necessary.

4. If you wish you can set up a workspace that suits the way you operate. To do this make your own arrangement of panels and toolbar, and then click on the *New Workspace* option.



When named your own workspace will be added to this list.

5. The insert panel at the right contains a variety of items that can be added to a page.



Some items (such as *Images* or *Media*) have a drop down arrow with more options listed in a pop-up menu.

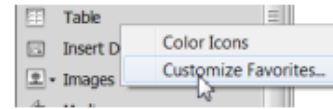
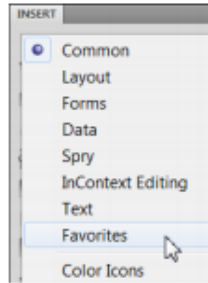
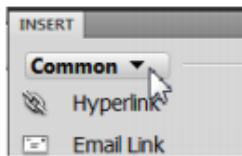


The categories displayed on the insert panel can be varied.

Use the drop down arrow at the top of the insert panel to see the different categories available.



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If you right click in the insert panel and choose *Customize Favorites* you can set up your own list of items that will appear in the *Favorites* list.

To return to the original list choose *Common*.

Note: you can also set icons to be colored by right clicking in the insert panel.